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Set & Drift

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SET AND DRIFT



Establish Contact. Winter 1968-69 was one of the most active for the War Gaming Department in recent years. The final fleet war game of the season, ESTABLISH CONTACT sponsored by COMSECONDFLT, had all the characteristics of a grand finale because of its scope, duration, and high level of representation. ESTABLISH CONTACT was a milestone for the War Gaming Department in that it incorporated a greater number of major command participants than had heretofore been assembled at the Navy Electronic Warfare Simulator

(NEWS). The senior naval commander and sponsor of the game was Commander Second Fleet, Vice Adm. B. J. Semmes, Jr. Other flag-rank players were: Rear Adm. I. C. Kidd, Jr. (COMCRUDESFLT 12), Rear Adm. R. N. Charbonnet (COMCARDIV 6), and Rear Adm. F. H. Price, Jr. (COMCRU-



The Umpire Area of the Navy Electronic Warfare Simulator during ESTABLISH CONTACT, a recent fleet game.

DESFLT 8). Capt. K. C. Gummerson (COMSERVRON 2) was also a player, and senior officers from COMASW-FORLANT and COMCARDIV 16 staffs also participated.

ESTABLISH CONTACT was created for the purpose of exercising participating commanders and their staffs in the conduct of striking force operations in a general war environment. The game provided a test vehicle for Commander Second Fleet's general War Plan and the supporting plans for participating commanders. Nearly all types of actions currently conceived for modern naval warfare occurred in realistic simulation ranging over a 2,400 mile square ocean/land area. Four working days of real time were required to accomplish play of 5 game-days.

War gaming has long been a vital concern of the Naval War College. The words of Admiral Laning, President of the Naval War College 1930-32, are as applicable for ESTABLISH CONTACT as they were for his time frame 40 years ago.

Every nation must develop skill in war so vitally important, or ultimately pay for not having done so.

To develop war skills without being at war is difficult. A man may spend a lifetime thinking of and studying war operations and by so doing develop many ideas as to how to win them but unless they can be tested in practice, he will never know whether they will win against those of an opposing commander. The Naval War College was devised to provide such tests. In miniature, it pits naval forces against each other in every conceivable form of war operation and by constantly measuring results and applying losses as they occur, the miniature operations become almost exactly those of actual war.

ESTABLISH CONTACT was the last chapter in 1968's highly successful fleet war game season and postgame critique indicated that the game sponsor and participating players clearly benefited from the experience. The Department now welcomes a 1969 characterized by expanding support to the fleet with increased interest in Naval conflict simulation utilizing the NEWS.



A Command Center of the Navy Electronic Warfare Simulator during ESTABLISH CONTACT.